And, since all aspects of the program are automated, including mixing and punching, you can always rerun any add or punch. Quickly...

With SoundDroid, you can control any piece of sound with surgical precision. The studio is digital, slide, cut, and adjust. You can pull and combine or mix together virtually anything—ADR, Foley, special effects, music, dialogue, or any combination of these. The console itself is modular, allowing you to arrange the entire “soft,” and the meaning of the knobs and buttons which are labeled depending on the function they perform. The console itself is entirely “soft,” and the meaning of each button, knob, and slider depend on the radio you seek to operate.

The SoundDroid Console
SoundDroid is compact, streamlined, simple, and intuitive to use. It is a fingertip control for mixing, processing, and automating. It’s a perfect control solution for any digital recording environment. The console is extremely easy to use and adapt. You can use it for editing, mixing, and automation.

Basic System Configuration
The basic SoundDroid system includes:

- A control computer, with a touch-screen monitor, high-resolution graphics, touch-screen controls, audio monitoring, and automated input/output control.
- Audio signal processors (ASPs) or digital audio processors (DAPs) to perform functions (except for the disk, where 16-bit or 24-bit formats may be used, but 16-bit is standard). Sampling rates up to 48 kHz are available. Additional sampling rates such as the AES EBU standards of 44.1 kHz or 32 kHz are available. Additional sampling rates such as 60 kHz are also available.

■ Storage Capacity: One disk holding a thousand of monaural or 512 hours of high-quality sound. A 480 MB hard disk is available.

■ Internal Accuracy:
8-bit is standard; 24-bit is possible if desired.

Specifications:

Audio Quality: Determined by the quality of the converters. SoundDroid can consume, store, and process either 16-bit or 24-bit samples.

Internal Accuracy: All internal data is processed digitally (except for the disk, where 16-bit or 24-bit formats may be used, but 16-bit is standard). Sampling rates up to 48 kHz are available. Additional sampling rates such as 60 kHz are also available.

Sampling Rate: 44.1 kHz per second for each channel. Other sampling rates such as the AES EBU standards of 44.1 kHz or 32 kHz are available. Additional sampling rates such as 60 kHz are also available.

Processing Capacity: Processing rates of up to 60 kHz are available. Additional sampling rates such as 60 kHz are also available.

Storage Capacity: One disk holding a thousand of monaural or 512 hours of high-quality sound. A 480 MB hard disk is available.

Integrated Electronic暴Production for both Picture and Sound

For film or television sound production, SoundDroid™ works together with any of your sources. When your production process is automated, your sound is assembled into the edited version with no generation loss. While the number of DSPs, AD/DA and digital connections can be expanded to accommodate up to 16 DSPs, the system is readily available as an option.

SoundDroids are interconnected by a public Ethernet™ network, and by a number of AES-format direct digital connections.

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A Dramatic Breakthrough

SoundDroid is a radical breakthrough in the way sound is edited, processed, mixed, and even synthesized for film and television pre-production and music recording.

Unlike conventional audio systems which employ numerous separate devices, each performing a separate function—recording, mixing, equalizing, and so on—SoundDroid is an all-in-one, general-purpose sound station. SoundDroid is capable of storing, retrieving, editing, mixing, equalizing, and processing sound, as well as reproducing it for immediate play or in the studio. SoundDroid is one (or more) of our special DSP (Digital Signal Processor) boards—each enlarging SoundDroid's processing capacity by 8 to 16 channels. With a full configuration of 16 DSPs, a single SoundDroid could process up to 128 channels. Each DSP can be configured with up to 16 magnetic disks for on-line storage.

Audio Signal Processor

The Audio Signal Processor is the heart of the SoundDroid system. It is a proprietary, very high-speed processor that has been optimized for handling digital audio. It performs all the processing functions of SoundDroid, as well as retrieving and storing digital audio. The Audio Signal Processor can accommodate up to 128 channels of track time.

Sound Storage

Large magnetic computer disks are used as the main sound storage device. Three disks permit almost instant access to any stored sound. The disk then comes with the basic SoundDroid, but more can be added. Because SoundDroid is expandable to meet your needs, and can be customized to fit your particular production requirements, the number of channels is independent of the number of channels. Instead, the number of slices on the console depends entirely on your needs.

A Sound Studio in a Box

Developed by audio specialists and computer engineers, SoundDroid was designed with the entire sound studio in mind. The basic SoundDroid system will perform all the processing functions normally required in audio production, including editing, multi-track recording, mixing, equalizing, panning, noise reduction, special effects, and processing. However, if your productions require a greater number of channels, on-line access to a larger amount of sound, or more serious and fancy effects, SoundDroid is easily expandable to meet your needs.

Sound Input and Output

Sound may be input into SoundDroid either directly in digital format (as AES/EBU standards) or through SoundDroid's analog-to-digital converters. Similarly, sound may be output either in digital format or as an analog signal, this enables SoundDroid to be connected to most professional audio equipment.

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